

SURPRISE!

I think SHOCK would be more
more appropriate here.

Could this be a very large
SUBMARINE WARFARE?

XENOLOGIC

You guessed it - this is the end of the hobby as we know it. It was nice while it lasted. However, one day I decided to sell my 130XE and get an Atari 1040ST (with double-sided 3.5" disk drive). Soon after that, I got a deal on a new Hewlett-Packard ThinkJet printer, which is very close to an Epson RX-80 in terms of compatibility. (It can, for example, print Degas files using the Epson driver.) So far, I haven't been able to find a word processor that can duplicate MacWrite, but between the free WP software that came with the machine, the Degas font capability, and a bit of glue, I can get the job done for now. So far, I haven't developed any fonts, and I don't have a new modem to get onto CompuServe and see if there are any fonts there, so you're stuck with this, albeit in various sizes.

Pardon me while I test out the bold-face printing. I am trying to determine how well these are printed. This may have to be done entirely in "bold-face" if the regular print doesn't come out very well, which should be determined by now since if the regular print is not readable, this is the only part that is.

Now that we've gotten that out of the way.....

MONTY'S NEWS AND COMMENT is brought to you by those Macintosh owners who are panicking now that they see the Atari STs are in force....

Well, it wasn't a trade - it was mere coincidence that we let a suspected spy go at the same time as the Soviets released a man they had captured and accused of espionage just after the accused spy's capture. At least we got a dissident in the deal. (OOPS - there was no deal, was there? Maybe we should give Orlov back?)

By the way, before I go any further....this is NOT a giant-size SUBMARINE WARFARE; this is, in fact, issue 67 of LIFE OF MONTY, from Don Del Grande, 142 Eliseo Drive, Greenbrae, CA 94904-1339, phone 5 PM until 11 PM (midnight on Friday and Saturday) Pacific time. The price of an issue varies depending on the size (50 cents for a 12-pager, 55 for a 16, 60 for a 20), so just send a pile of cash and watch it dwindle away as the issues roll on. There are NO game fees; as long as you receive LOM, you can play in any game(s) at no additional cost.

Issue 111 of KAISSA (Gamemasters Publishers Association, 20 Almont Street, Nashua, NH 03060, edited by Elmer Hinton) has a surprising note: it does not recommend ORIGINS/ATLANTICON (to be held July 2-5 in Baltimore) because of "the inclusion of a fraudulent 'hobby' event under Robert Sacks". By any chance, does he mean the Hobby Meeting that is held annually at Atlanticon? I was at the one in 1985, a few days after which I talked with John Caruso and Kathy Byrne at their home in Flushing, NY, and we pretty much agreed that it wasn't a handing down of Supreme Court-like decisions - closer to a Sacks-moderated discussion of hobby events with a few "agreed-upon" statements. (These statements were approved by a majority of those present at the meeting, although it was not exactly loaded with hobby honchos.) The big debate was over who would get the "endorsement" for Dipcon 1986 (it came down to Marycon vs Atlanticon, but no clear winner came out). Still, I fail to see why this meeting should be the cause of someone not recommending ORIGINS - if you don't particularly like Robert, you don't have to attend the meeting. Just because it's not Dipcon does not mean that hobbyists cannot discuss their hobby. And by the way - the Atlanticon tournament, assuming it meets the minimum game and player qualifications, is worth NATR points for the first "official" NATR #1 ranking (notice I did not use the words **national championship**; that would be similar to confusing the winner of the U.S. Open tennis championship with the #1-ranked tennis player for the year, and besides, this is North American), which counts all (or as many as possible) tournaments for 1987.

Speaking of the NAIR, plans are in the preliminary stages to get European tournament results as well, for an ITR (International Tournament Ratings) ranking, and an annual "world champion" (cough, wheeze).

The latest edition of the ZINE REGISTER (Simon Billenness, 630 Victory Boulevard, Apt. 6F, Staten Island, NY 10301 - with Byrne, Caruso, Boardman, Billenness and Sacks there, New York City is certain to fall into the Atlantic in a desperate attempt to save the world from their combined efforts) has arrived. The price of this 32-page wonder (number 7) is \$1.50. For those of you who have never seen one, ZR contains descriptions of virtually every 'zine available in North America, plus a few in Europe. Most of the descriptions come from the 'zine publishers themselves. If you read this one carefully, you will find the following quote from John Caruso: "KK/W is a zine composed of five subzines, which make their appearances regularly to sporadically." The way I see it, this means that everything in an issue of KK/W must be in one of the five subzines, since the five subzines comprise the 'zine - not "the five subzines and something else", just "the five subzines". This proves **beyond any shadow of a doubt that KATHY'S KORNER is a subzine**, just like it was listed in the Runestone Poll. Now, if the 'zine itself had been correctly included in the Poll as KATHY'S KORNER/WHITESTONIA instead of by the name WHITESTONIA, which, using the previous argument, **is the name of another subzine in KK/W** (and which was also left off of the ballot), there may have been just a little less complaining this year....

Speaking of Simon and John, the PDO AUCTION is being brought back, and they are in charge this time. The PDO (People's Diplomacy Organization) was originally formed just to have an auction to raise money for hobby organizations (the BNC, for example); later, it was organized into something resembling a hobby organization, and even attempted to produce a novice packet (this may be MASTERS OF DECEIT, but I'm not sure), but this fell apart, and now it's back to run the Auction. **If you have something of even the remotest hobby interest** (examples: game openings, 'zines, hobby photographs, old press releases) **that you want to donate to the Auction**, write to John Caruso (29-10 164th Street, Flushing, NY 11358) and tell him what you are willing to donate, along with any minimum

bids (if any) and/or special conditions (a common one is "High Bidder Must Pay Postage"). Note that the donator receives nothing of the high bid (except the postage required to mail it to the high bidder, if the donator requested it) - all money goes to hobby services. The deadline for submitting donations is November 29. **Do not send the items to John - just tell him what they are.**

For those of you wondering where the money actually goes, this will be determined by a five-person committee, made up of Simon, John, and (mainly) former custodians experienced in funding hobby services, although no money can go to a service run in whole or in part by a member of the committee. I do have one question: insofar as there are two Miller Number Custodians, will the PDO support Fred Hyatt, the **true and rightful MNC by support of the people**, or Karel Alaric, a pseudonym of someone who was selected by Robert Sacks, who won't say who Karel really is (supposedly, his first name is Charles)? Reminds me of **BLAKE'S 7** - is it because of the freedom-seeking rebels banding together to combat the forces of the disliked but ever-present Federation? **Or maybe it's because Robert Sacks looks just like Servalan?**

By the way....if you have a 'zine or subzine that you want to have included in the next ZINE REGISTER, write to Simon and include the following information: the 'zine/subzine name, editor's name and address, the price (for a 'zine) or 'zine in which it appears (for a subzine), the format (digest, 8 1/2 by 11, etc.), the reproduction method, the average page count, how often it comes out, the most recent issue (number and month), the current circulation, the month/year of the first issue, the number and type of games running, the game openings (plus any game fees), what category your 'zine/subzine fits (Diplomacy, Variants, Other Games, or Chat), and a description of the 'zine/subzine (100 words or less). Also, indicate if you are willing to take orphaned games, and if so, what kinds (Dip, variants, Kingmaker, etc.); this information goes to the Orphan Service. Deadline for this information is December 31. (See the previous page for Simon's address.)

One 'zine that will not be in the next ZR is THE RAZOR'S EDGE. James Early has too much of a load at the University of Texas, what with two honors programs (including Honors Electrical Engineering - ouch) and all. James found GMs for four of his games, and one other game finished, with the remainder being sent to the Orphan Service for rehousing. (Better than being abandoned with the players waiting forever to find out what happened). According to the fold announcement, subs were refunded, although I can't verify this since I traded LOM for TRE.

Speaking of 'zines, GRAUSTARK (from John Boardman, 234 East 19th Street, Brooklyn, NY 11226) has something interesting in issue '525: the "Rules of Postal Diplomacy". Anybody else would probably call them "House Rules" - but John was the pioneer of PBM Diplomacy as we know it today. (There is a claim by Conrad von Metzke that he had gotten as far as assigning the countries for a game by mail a year before John did (but the game never got to Spring 1901), and there is at least one claim of "inventing" PBM well after John did, but one thing is fairly certain: John came up with the idea of using a GM in PBM, so it can be said without any doubt that he was the first GM.) It's nice to see how it's done by the originator, although why he uses the 1971 rules is beyond me. (I wonder if anyone other than myself uses the 1982 rules?) By the way....the American Radio Relay League refers to "hamgrams" as "radiograms".

INFOCOM adventurers note: after struggling for about a month, I finally solved TRINITY. (This is the second "Interactive Fiction Plus" adventure, which requires 128K.) Not much of an ending, though. (Anything is better than the HITCHHIKER'S GUIDE or ZORK I endings, though.) Now I'm waiting for RESTAURANT AT THE END OF THE UNIVERSE, assuming it'll be called that. Anybody that needs a clue, just ask. However, I don't hand out "cheat sheets" which tell you how to solve the game, like SOME people need....

Have you heard about the British American Football League? Well, the Brighton B-52s (with a few players from some other BAFL teams, to make it "interesting") flew to San Francisco for **Transatlantic Bowl II**, played at Candlestick Park on October 6 in front of somewhere between 500 and 2000 fans. The final score: Brighton 6, San Francisco 77. Not the San Francisco 49ers, mind you - City College of San Francisco, which happens to be a junior college. (That means nobody past their second year in college, and CCSF isn't exactly ranked in the top 10 by the NJCAA.) However, in the Marin Cricket Club 50th Anniversary cricket tournament, Marin was soundly defeated by Mill Hill Cricket Club of England to even things up. (By the way...in Transatlantic Bowl I, played in England, CCSF won 76-0. At this rate, Brighton should win in the year 2001. If the BAFL doesn't sue the NFL in the meantime....)

Forget about what this hobby calls feuds. These are **nothing** compared to what's been happening in THE STRATEGIST, the 'zine of the Strategy Gaming Society (formerly the American Wargaming Association, recently merging with the National Wargaming Alliance), recently. It all started when THE VIP OF GAMING magazine (which has recently folded, although a new magazine will appear in February, and subs can be transferred to FIRE & MOVEMENT or SPACE GAMER/FANTASY GAMER) won the Charles Roberts award at ORIGINS for "Best Amateur Adventure Gaming Magazine" (beating out, among others, ALARUMS & EXCURSIONS, which I write for occasionally). This has sparked some protest over whether or not VIP is really an amateur magazine, for such reasons as VIP pays its writers \$12 per printed page, it's published by the same company as FIRE & MOVEMENT, and it's on 8 1/2 by 11-inch glossy paper.

The bigger complaint is that the Game Manufacturers Association (GAMA) has too much influence on its own awards. Supposedly, the nomination ballot's listing of titles eligible for nomination only listed titles produced by GAMA members. (Questionable running of electoral processes? Haven't I heard something like that being mentioned before somewhere?) In the latest STRATEGIST, Marion Bates (remember him?) has an editorial defending GAMA and the Academy of Adventure Gaming Arts & Design, saying that if enough nomination ballots were sent in by people who considered VIP an amateur magazine, and enough Academy members considered VIP the best amateur magazine, then it deserved to win.

I disagree. Look at VIP's final competition: ABYSS, ALARUMS & EXCURSIONS, ETO, EUROPA, and NUTS & BOLTS. I know that ABYSS and A&E are small-scale, mimeo publications, and EUROPA is not a "big-time" publication, either. (As for ETO and NUTS & BOLTS (the title might be NUTS & BOLTS OF WARGAMING DESIGN), I haven't seen them.) VIP is much closer to the professional-level magazines (e.g. THE GENERAL, THE DRAGON) than the others. Whether or not it was an amateur magazine was in probably very few persons' minds at the time. The question is: who considered it to be an amateur magazine in the first place when nominations were being taken?

George Phillies, editor of THE STRATEGIST, has announced that he will start his own awards (although he hopes to receive the support of the SGS - perhaps call it the ALL-HOBBY AMATEUR GAMING AWARDS) beginning next year, citing the success of the various Diplomacy hobby awards. Meanwhile, more will come in the next STRATEGIST.

Those of you who want to read the editorials themselves can write to the STRATEGIST Editor, George Phillies, 87-6 Park Avenue, Worcester, MA 01605, and ask for Volume XIV, Numbers 3 and 4 of THE STRATEGIST. (Number 5 will be out in mid-November). If back issues are available, they should be \$1 each. Membership in SGS, including 12 monthly issues, costs \$9.99 and should be sent to Scott Orten, 1430 Audubon, Grafton, WI 53024. Tell him I sent you.

Have I said enough yet?

Good night!

And now for another installment in the not-very-frequent-but-I'll-take-what-I-can-get letter column. This issue's letter is from Mark Berch (492 Naylor Place, Alexandria, VA 22304), and he has a few comments on issue 66.

You said, "in the first year that subzines were included, Mark Berch separated the zines from the subzines." Not so. They were included in 1981, and the first person to break them out was Connor in Lone Star Diplomat #13, who broke out the subzines. I did it in 1982, a year before the Pollster himself decided to do it. Mine got more attention, since DD is a much more high-visibility zine, and because by 1982, the problem had become more serious. Aside from that, tho, your analogy to what I did is a good one. I don't have any problem with the way you presented it, and it seemed to me you went out of your way to make it clear. I personally think that the preference matrix is the most meaningful way to work up the data. But in terms of the mean, I like the adjusted one (tho I'd use 8% rather than 10%, a very minor point) better than the straight one. That is a method used in, for example, diving, where there is a subjective factor, in evaluating execution of the dive.

I am mystified by this discussion of just exactly how polite Linsey's letter was to Caruso, asking him to contribute to QUAD. Why is Caruso (or Dick Martin, or anyone) entitled to an engraved invitation to contribute? Any complaint from these people that they didn't get their special invitation is gibberish. For the record, let me state that Olsen didn't send me an invitation to contribute to MoD. Can you imagine what would have happened if I had complained about this dreadful omission? All they have to do is put out the general word. This is a classic example of Bruce being held to a standard that other people aren't. The current version of MoD makes no mention of Supernova and the Runestone Poll. Supernova is the most successful novice publication ever put out (tho MoD could surpass it someday). The RP is not only the oldest poll, but more people participate in that than any other hobby institution. These have been singled out for non-mention in MoD. Do you know what would happen if Bruce decided to single out a few zines in the RP and refuse to count votes for those zines because he didn't approve of who ran them? Behavior that would not be tolerated by Bruce seems to be

accepted when done by Olsen and Caruso. As I said, different standards....

NOTE that the opinions expressed in letters to LOM are the opinions of the letters' authors and do NOT necessarily reflect the opinions of myself or anyone else involved in LOM.

One of the reasons I remind all of you about that is that I have never seen MASTERS OF DECEIT. If you have, is it true that the Runestone Poll and SUPERNOVA are not mentioned, and (if so) are there any other major hobby efforts that are not mentioned?

And just what is meant by "accepted when done by Olsen and Caruso"? Is it just MASTERS OF DECEIT?

By the way: in diving, the top and bottom 14% (25% in college, 20% in high school) are removed. In figure (ice) skating, a preference system is used, with places generally determined by the sum of the placings of the judges. However, in figure (roller) skating, all scores are taken into account.

The reason your name came to mind concerning the "split" was because I remember Gary Coughlan complaining that the results in DD made it look like he finished first when "he really finished third". Sorry about the error.

And speaking of the poll - Bruce may not have singled out 'zines and not counted votes for them, but he knew perfectly well the name of KATHY'S KORNER/WHITESTONIA, yet he called W a 'zine and KK a subzine (well, he was half-right; KK is a subzine - just look at the KK/W entries in the last two ZINE REGISTERS). But there have been attempts to alter an "accurate" result - look at 1982, when DIPIMASTER (a fake subzine) finished first, or at the rumored attempt (which I didn't hear about until I told Kathy as a joke to think about the same thing, only to get back a quite serious reply) in 1985 to give THE VOICE OF DOOM a lot of 10s (and, as a result, a very high score) and then use that result to claim that the poll was obviously a farce. (Whether anyone actually did that or not, I don't know. I also don't think VOD would have finished first had it not been for the large economy size final issue.)

Still, there's always next year....

KINGMAKER, TURN 12....Boy, I just loved all of those order changes after the delay

By the way - just to be sure, the important parts will be in bold face.

KRIKKIT KINFEDERATION (Miller)

NEVILLE, GREY, and TALBOT (Oxford(g))-Newbury-h37-Salisbury-Southampton(g)

GREYSTOKE (Oxford(g))-Wallingford-Windsor

STANLEY remains at Douglas

CLIFFORD (begins at Conisboro(g))-Wallingford

SACRED ORDER OF THE MIRACULOUS PANTY-HOSE (Mazzer)

CROMWELL, COURTENAY, and HOWARD remain at h54

ROOS, Le TRINITY, and Le GEORGE remain at Pevensey

WACKY WABBITS OF WONDERLAND (Gestiehr)

BOURCHIER, PLANTAGENET-LANCASTER, and BEAUFORT (Windsor)-Farnham(g)

SCROPE remains at Windsor

STAFFORD (Blackheath)-Windsor-Farnham

PLANTAGENET-YORK (Newbury)-h38-Southampton(g)

HERBERT (h27)-h28-h32-Newbury-h38-Farnham(g)

Le MICHAEL remains at Milford Haven

WHITE DUCHESS (Ozog)

HASTINGS, HOLLAND, and PERCY remain at Harlech(g)

POLE (Northampton)-Coventry-h4-h3-Stokestay-w18-w14-w9-w8-Harlech(g) (free move)

Le ROSE and Le LUCAS remain at Douglas

At Windsor, the WWW give Richard of York to Greystoke. Also, Plantagenet-York now belongs to the KK. Meanwhile, neither the WD nor the KK bothered to tell me who the alliance leader is, so the attempted move of Stanley fails since the orders for the ships were different than for the noble.

THE CATASTROPHE IS OVER - all nobles retain full strengths beginning with turn 13.

There is ONE crown card remaining - it goes to Catny.

Cathy, that card is:

TURN 13 EVENT CARDS: PLAGUE CALAIS (no effect); STORMS AT SEA (no effect); EMBASSY - King to Ravenser (no king, so no effect); PLAGUE NEWCASTLE, DURHAM (no effect); MERCENARIES GO HOME - Burgundian Crossbowmen (only Neville has any); MUTINY - Le Lucas (Le Lucas to discards).

That was the second Embassy since the last reshuffle, so the Event cards will be shuffled again.

DEADLINE for TURN 13 is NOVEMBER 26 (the day before Thanksgiving). Here's the press:

KK-SOMPH: Where are you going? I thought you wanted to play North vs. South. I am sorry to see you go. But I assume that I will see you soon. After all, you are not but two sea squares away!!

WD: Pole came riding up the group around Harlech. He nearly fell off his horse. Holland looked bored.

"Hey, why the hurry?" said Holland.

"I heard you needed more men. I mean real men."

Percy and Holland looked at each other.

"Is this all you have?" said Percy.

"Well, yes. What's the problem? Let's take the castle."

"We can't until the Irishmen sober up. You might as well make yourself at home. It will be awhile yet."

WWW-SOMPH: Are you the one who is finally going to keep Berkeley alive?

DIP
WAR2

will not be in
this issue as
there's no room

DIPLOMACY 84CI, AUTUMN/WINTER 1909 / SPRING 1910 - This game is so good that it gets bold print
Well, that and I want to make sure that it comes out this time.

AUTUMN 1909 - FRANCE retreats F Lyo to TUS and F Mao to SPA(nc)

WINTER 1909 - ENGLAND builds A LVP, A LON, A EDI
FRANCE removes A Ruh, F Spa(nc)
ITALY builds A VEN, A ROM, F NAP
RUSSIA NRR - GM removes A LVN

SPRING 1910

E/I draw proposed - vote with your orders. NVR is "no".

ENGLAND (Dick Martin, 26 Orchard Way N, Rockville, MD 20854-6128): A BRE S A Lon-Pic,
F MAO S FRENCH F Spa-Por (nsu), F ENG C A Lon-Pic,
A Bel-RUH, F NTH C A Edi-Hol, F BER S A Hol-Kie,
F IRI S F Mao, F NAO S F Mao, A Hol-KIE, A Liv-YOR,
A Lon-PIC, A Edi-HOL

FRANCE (Dan Young, 5225 Dawes Avenue, Culver City, CA 90230): F Tus-Rom (annihilated), A Par-Bre

ITALY (Mark Stegeman, Laurel Ridge Apartments #89B, Highway 54 Bypass, Chapel Hill, NC 27514):
F LYO S F Wes-Spa(sc), A Tyo-BOH, A PIE S A Rom-Tus,
F POR S F Wes-Spa(sc), F Wes-SPA(sc), F Naf-MAO,
A SIL S A Ukr-War, A GAL S A Ukr-War, A Ukr-WAR,
F Bla-SEV, A Smy-ARM, F RUM S F Bla-Sev, A Mar-GAS,
A Mun-BUR, A Ven-TYO, A Rom-TUS, F Nap-TYH

RUSSIA (David Berk, 1319 Washington, Wilmette, IL 60091): NMR - has A MOS, A PRU, and a retreat for A Sev to Ukr or OTB

CALLING THE STANDBY - will STEPHEN H. DORNEMAN, 95 FEDERAL STREET #2, LYNN, MA 01905 submit orders for Russia?

DEADLINE for SUMMER 1910 retreat and FALL 1910 orders is NOVEMBER 28, 1986. Here's the press:

ITALY-WORLD: Sorry about the delay. I guess I forgot to send Don my new address. Of course, he could have just sent it anywhere in Europe (haha).

MACPLUS-ATARI: Sure the ST should work with the Mac ROMs. Since they both use the same processor, there ought to be a way to make it happen. Of course, Apple will never go for it, but it's still a neat idea. There are a ton of those old ROMs lying around though, and it'd be a shame for them just to go to waste.

ATARI-MACPLUS: At least the Mac word processors are better than the Atari ones at the moment. (I'm waiting for Batteries Included's PAPERCLIP ELITE, which is supposed to let me include pictures from DEGAS.) That IIGS looks good, as well. (Plus, it's II-series compatible, or so Apple claims....)



DIPLOMACY - signed up: Dorneman, Hopcroft. Need 5 more. Yes, Dick, I will be GMing this one.

KINGMAKER - signed up: Coufal. Need 4-5 more.

1830 - some nibbles, but no sure bites. Need 6-8.

RAILWAY RIVALS - Map "C" (Western/Central USA) will be used. Signed up: von Metzke, Watts. Need 4 more.

HISTORY OF THE SECOND WORLD WAR - not that it's PBable, but Task Force has cancelled the remaining seven games of the 9-game series. The only games cover Russia and early Western Europe. (Not even North Africa or any Americans!)

**NOVEMBER 5 - HAPPY
37th BIRTHDAY
KATHY BYRNE**

NOT DEADLINE

11/20

A (Kathy Byrne): (build A Vie, A Bud) HAS A Vie, A Bud, A Tri, A Ser, F Gre
E (Stephen Dorneman): HAS A Edi, F Nws, F Nth
F (Mark Howorth): (build F Bre, A Par, A Mar) HAS A Mun, A Ver, F Por, F Ere,
 A Par, A Mar
G (David Coufal): (build A Ber) HAS A Hol, A Ruh, F Den, A Ber
I (Robert Miller): HAS A Tyr, A Tun, F Tys
R (Robert Thornsberry): HAS A Ukr, A War, F Gob, F Sev
T (Gery Behnen): (build A Ank, F Con) HAS A Bul, A Rum, F Bla, A Ank, F Con

[illegible]

METS FAN to METS FAN: Enclosed are some articles that Bill Quinn cut out of a

Dallas paper - I thought you'd find them interesting

METS FAN to METS FAN: Yeah, they were great! Those Texas wimps seem to think that the New Yorkers are real animals! Don't they know that you've got to go to Yankee Stadium for the real vicious NY fans?

SUPERIOR ARYAN RACE to SNIVELING NOSE-LICKING DOUBLE-CROSSING SMELLY DIRTY FROGS: I wish death upon you and all who you love.

FRA to GER: Come now, hate mail destroys my image of you. This is diplomacy not a picnic, you know

AUST to FRANCE: Let me guess - "Greedy" is your middle name

ROCKVILLE: I thought Greedy was the eighth dwarf

FRA to GAME: Now don't go crazy out there! I wasn't supposed to get 3 builds

METS FAN to GOLDEN AGE CARDS FAN: And you said it wouldn't work.

AUSTRIA to TURKEY: And now my dear "old" friend, get writing on the Amazing Mets, and don't forget to add how much you like the Cubbies!

ROCKVILLE: Yes, Gary, betting against the Mets turned out to be a bad idea...but we all knew it would be. And I'm really looking forward to a nice article on those Amazing Mets!

AUSTRIA to GM: One down, one to go!

ROCKVILLE: Don't think I'll do this with ReadySetGo this month, as I have too many other ways to occupy my time. It's not a word processing program, except in the most rudimentary sense, Don. The end-of-document justifying problem we had last month could have been solved several simple ways, none of which occurred to me at the time. What I can't figure out is how to start a text block (like each column of text) without a paragraph indent. Now that looks really dumb, if you happen to be indenting the middle part of a sentence. Not too bad an effort, though, for a program that I only spent about 15 minutes trying to learn.

See you all in another month or so

That new Dip opening is going to be GMed by you, right Don?

ERIC BLAKE'S



6 3/8

ALL THE WAY UP TO PAGE 1000

Yes, after only 6 years, the magic ONE THOUSANDTH PAGE has been reached! For those of you who don't believe me, here's the breakdown:

<u>ISSUE</u>	<u>PAGES</u>	<u>ISSUE</u>	<u>PAGES</u>	<u>ISSUE</u>	<u>PAGES</u>
1	4	23	16	45	16
2	10	24	16	46	20
3	10	25	12	47	24
4	12	26	12	48	24
5	12	27	12	49	16
6	12	28	12	50	16
7	12	29	12	51	28
8	16	30	12	52	20
9	16	31	8	53	20
10	12	32	16	54	16
11	12	33	12	55	16
12	24	34	12	56	12
13	12	35	12	57	16
14	12	36	12	58	16
15	12	37	16	59	12
16	12	38	20	60	12
17	8	39	16	61	16
18	16	40	16	62	20
19	16	41	12	63	16
20	16	42	16	64	16
21	16	43	20	65	20
22	<u>12</u>	44	<u>20</u>	66	<u>16</u>
	284		312		388

That adds up to 984. This is page 16 of issue 67 - PAGE 1000 overall. (This does not include the "original" two issues, nor any of the inserts back when the games ran separately, but it does include the 60 back covers of digest sized issues 7 through 66, which were mainly blank.)

Thanks to all of you who made this 'zine what it is - whatever it is. Next stop: issue 100, which should be on December 23, 1989, give or take a month or so. Be seeing you then....

(TIME) LORDING IT. . .

LOOK! A BRAND-NEW SUBZINE
by

Michael Hopcroft
2190 W. Burnside #108
Portland, OR 97210

And a cheery hullo to one, all, and sundry!
Welcome to the first issue of (TIME) LORDING IT, a new subzine devoted to time travel, world conquest, and bizzare things of all varieties. Although there will be some discussion here, the emphasis will be on games. First of all, an immediate announcement:

OPENINGS IN DR. WHO RPG!

I am now in the process of starting a Dr. WHO RPG campaign at this very moment. In fact I have three players right now; Patty Havens, Peter Gunn (both Portland Wholes) and Cathy Ozog. Each player's game is run independently of every other's, with occasional bulletins appearing here on the progress of various games and gamestarts. DEADLINES ARE INDEPENDENT OF LOM, and the only fee is a BASE with each set of orders.

When you sign up, you'll get a sheet with a list of Doctors and companions, asking what you want to play. You have the full spectrum of the series to choose from. What will happen is that you will take the role of a party of time-travellers. Usually that will mean the Doctor and one or more of his companions, but if you want to play something else that's OK too. See the bulletin below. . .

REPORTS AND RUMORS

It looks like the Master and his new-found "friend" the Rani are in big trouble. When last heard from they were trapped in a out-of-control TARDIS. And they weren't alone. They had some rapidly-growing dinosaurs in there with them, and they were beginning to look hungry? . . . Have we seen the last of this menace to the Universe? We shall see. . .

CONSPIRATORS DIVIDE

Of course, you need more than that to support a subzine. So I'm looking for a few good house rules so I can run ILLUMINATI. You know there are folks out there who'd like nothing better than taking over the world. Well, here's your chance. So far I have the basic set, which has room for 6 players. I can run with 4, but I'd rather have a full house happily stabbing each other. (This wouldn't be a gamezine without lots of sharp knives, now, would it. . . only remember the old adage; "If you stab a king, you must kill him. . .")

HE! HE! HE!

ROLE-PLAYING IN GENERAL

Now to pontificate. . . I like role-playing. I'd like to see more of it done by mail. I am so enthusiastic about the DOCTOR WHO game (and about DOCTOR WHO, as we shall see later) that I already publish a gameless newsletter about it. INTERVENTION has character stats, articles on play, aliens, villains, and more. It is a very worthwhile publication, and I urge you to buy it. It's available for 75¢ a copy plus a 39¢ SASE from the address I gave right up front. End of plug.

Now, as to other games. I do like many other games, and have a huge collection. One of the maddening things about being where I am is that I have no access to it, and only have the games on hand I bought this summer. I must own most of the super-hero systems in existence, plus much science-fiction and fantasy. I am more than ready to discuss the merits of various games, and demerits, in these pages. So I'll start by stating my own preferences in some areas.

SUPERHERO: I must have most of them: CHAMPIONS, VILLAINS & VIGILANTES, GOLDEN HEROES, and both the Marvel and DC Games. My favorite would have to be DC HEROES, because it is such an elegant system; everything boils down to APs of action vs. SPs of resistance, and since APs increase exponentially you can get heroes far more powerful than one realizes at first glance. The megacharacters in MARVEL SUPER HEROES (like Thor and the Hulk) look wimpy by comparison. But a character like Superman is prohibitively expensive to create. I like the Hero System (all those D6), but good CHAMPIONS characters tend to look a lot like each other, and really original character concepts don't work as well as they should. I don't know, but I think making super-characters conform to types (Energy-Blaster, Brick, Etc.) restricts the player creativity you're trying to enhance. The last time I tried something different; a character known as The Invisible Man; I was put into the wrong kind of adventure and got clobbered. VILLAINS & VIGILANTES lets you do some pretty weird stuff; I once used it to make a super-team out of my whole Modern Philosophy class--including the professor! I don't have HEROES UNLIMITED, but have seen the JUSTICE MACHINE sourcebook and liked it. So those of you who like to create superheroes--whatever your system--you have a kindred spirit!

FANTASY: I don't like AD&D. Not at all. It may not be a satanic plot, but I still don't like it. I prefer something like RuneQuest (the third edition is the one I have, from AH. That one is sort of world-neutral, so I know next to nothing about Glorantha). I miss THE FANTASY TRIP, and wish GURPS would live up to its potential. But I haven't even seen GURPS yet.

SCIENCE FICTION: FASA's two licenses games, DR. WHO and STAR TREK, are both good games (if somewhat similar). I like some things about TRAVELLER, and other things I don't, and I still don't understand the Imperium. Ah, well. Post-holocaust games don't interest me because I don't think there will be any survivors when WWII breaks out. TIME MASTER has a nice system but is too limited in background for a time-travel game and characters start out too dumb. And LORDS OF CREATION is simply ridiculous.

ABOUT MYSELF

So who am I to be doing all this anyway?

That is a question I ask myself regularly and usually with some justification. At the moment, I am a college student who, for financial reasons, cannot go to college. I have too many personal problems for most people to even consider employing me, so at the moment I'm on welfare. GUILT, GUILT, GUILT! Some days I can't even look at my food stamps without thinking I am committing some sort of high treason by taking them. And yes, I read FEULLITCNIST'S FORUM. . .

I am a Whoie by far longer standing than I am as a Dip player. My first involvement with the Doctor was in 1982, and my enthusiasm is still going strong after four years. Given the attention span of the normal person of my generation (which would be exhausted in the time taken to read that sentence), I consider that a major accomplishment.

I have been a gamer, though, for even longer. My parents made the mistake of giving me a copy of D-DAY for my twelfth birthday, and I have been a passionate collector ever since. I started out with wargames, then moved on to sports games, and from there to role-playing. One of my secondary goals in life is to complete a season with the all-star teams from the 16 original major-league baseball franchises. Tall order, right? You bet. I recently bought used copies of MICROC LEAUGE BASEBALL and the GM/OWNER'S DISK for a friend's Atari. But they came from different sources, and the game won't take teams from the team disk. Ouch! What do I do? I can't afford the \$70 for a new set! I consider myself lucky to be able to keep myself in postage for as long as I have.

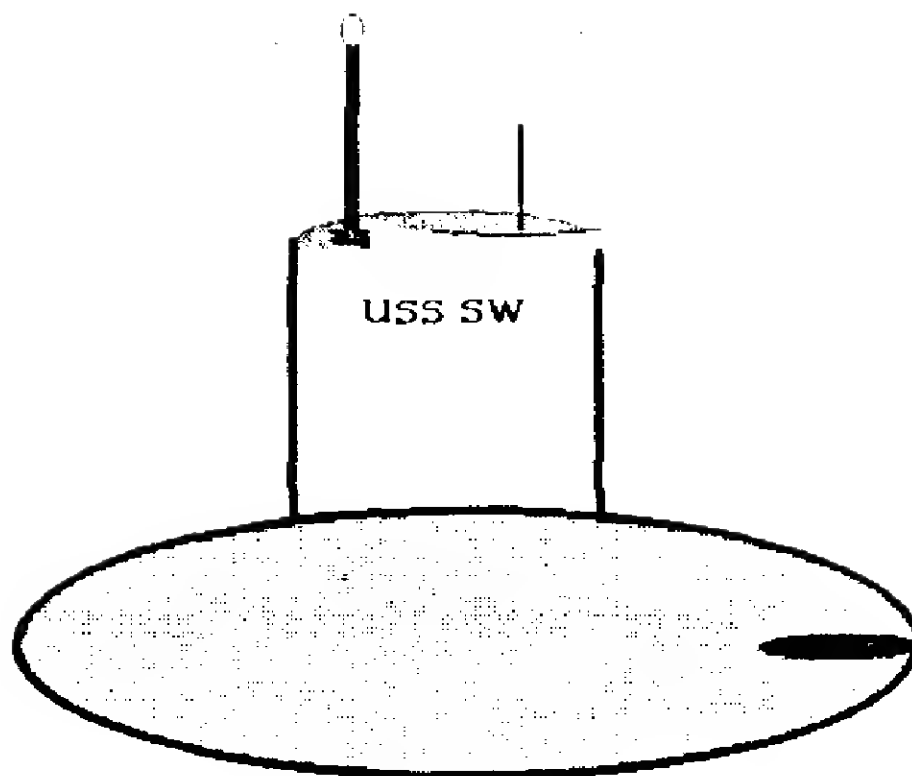
ODD BITS AND PIECES

To round things out to a good three pages:

The rumor that Trekkies don't like Whoies and Whoies don't like Trekkies applies only to the most rabid of us. And I don't consider myself rabid. Drop yourself into science-fiction fandom sometime; you'll find a whole new world of fads and feuds. The best way to scare a Whoie is to sneak up behind him and shout "Barbara Elder!". . . Feud fans should pick up a copy of the current issue of THE UNPAID SCIENTIFIC ADVISOR, the newsletter to my own favorite Whoclub the Companions of Doctor Who. There you shall see the principles of Megadip applied to MegaWho. Only the game is played even more seriously in Whodom because Doctor Who conventions cost so much more to put on. All you need for Dip is an ample supply of boards and blocks; for a Doctor Who convention you need to get actors from the U.K. over here, pay them, and put them up for the weekend. A recent convention in Spokane, Time Fest, has become notorious because the half-dozen actor-guests were not paid.

So, that's it for the first time out. Join my game! Get me those ILLUMINATI Houserules! Send me suggestions for other things to run!

And don't forget--Go TARDIS, and leave the timing to us!



SUBMARINE WARFARE

(a neat idea for a subzine)

by

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Another month has passed, and yet another SW is under construction. I guess my sniveling has paid off, as I actually received 2, count 'em, 2 letters. So, elsewhere, I will have a real live letter column. Let's see, what else will we have for our readership? I am going to recount the origins of SW. I suspect there might actually be a smidgen of interest in that one. I also am going to attempt another article on the play of dip (egads). I figure I have been doing this thing long enough without hardly talking about the subject of dip itself, so, "Hey, why not." I would like to start another regular feature, but I haven't thought of anything suitable yet. So, I get to wing it. If you think this is worth reading that way, good. If not, skip the darned thing and read Don DeMonte instead.

One thing I have noticed about this fall. I am something of a die-hard Ohio State fan. But this year, I have not followed the Buckeyes at all. Oh, I know that they lost to Alabama and got creamed by Washington. And some cynics might call me a fair weather fan. But the truth of the matter is that I wouldn't have been following them even if they had won every game the same way as the Utah game. I don't know the names of the players, I don't know anything about the upcoming games, I don't listen on the radio any more, and I don't feel elated to hear they won. The other side, of course, is I don't feel depressed when they lose. Part of that is moving out of Columbus. Living in Columbus you get a steady diet of Buckeyes news. But here in Salem, you don't get news of the world, much less of the Buckeyes.

But there is something else at work here. I have had my priorities reordered. Owning a business and taking on a wife make being a football fan seem less significant. Talking about this in a forum which is devoted to a hobby seems strange. After all, we are here to find a diversion from the real world, aren't we? But I don't find "the hobby" to be a significant thing. It is a diversion, something I enjoy participating in. And it fulfills a need for me. But it is not significant.

If me saying "the hobby" is not significant seems blasphemous to some, oh well. My opinion of the hobby is my own. You are entitled to your opinion.

After all of this, I am still following the NFL. And I do still root for the Cincinnati Bengals. I have suffered lately. But, maybe this year, we can win the Central Division. Of course, that accomplishment probably ranks right up there with winning the Peach Bowl. It sounds nice, but hardly anyone else notices. I can't see the Central Division winner making much of an impact on the playoffs, but at least they'll be there. Go Bingles.

The Letter Column (such as it is)

From Michael Hopcroft in Oregon:

So you want a response?

Are you sure? ((yes, actually))

Well, perhaps you said it best yourself at the end of your last SW: "where yet more dung was piled upon the paper for your perusal." I've seen SW in two different issues of LOM and I still don't know what it is or what it's for. ((What it is is my subzine. What it is for is anyone's guess.))

Still, when you get to a relevant subject you can do quite well. Your comments on writing letters are right on the mark; letters are a main reason postal-obsessives like me get into the hobby. And you seem (from what I've seen) to be a nice and intelligent person. ((Stroke my ego.))

You should have seen the State Fair in Oregon, if C&W isn't your thing. The last two nights the Oregon Symphony Orchestra gave free concerts at the fair to standing-room-only crowds. I couldn't make it, but I heard nice things about it. Besides, my own musical tastes are eclectic in the extreme. C&W is about the only genre I don't like (but I still find some C&W artists listenable, such as some Willie Nelson). But I'm not much on fairs anyway. I can never get down to Salem, and the fair in Multnomah County is completely inaccessible for someone as utterly dependent on Tri-Met as I am. (We just got a Light Rail system that's so popular people are already sabotaging it.)

Anyway, as my acting teacher always said when directing me, "Be better!" I know you can. ((Thanks. After stroking me a paragraph or so ago, you now tell me I have to improve.)) Just remember--have something to talk about!

((Thanks for the letter. You have given me something to write about. I shall do a small feature on the Origins of SW. I lived in Oregon for a year. There is a lot to say about the state, and perhaps we can enlighten the populace about the place. The one thing I remember most is someone from Oregon telling me that the natives don't talk up the state, because they don't want an influx of people. Oregonians think somewhat differently than people in other states. I enjoyed living there for a year. I always look forward to a different experience, and that was one.))

And, as a well planned letter column shouldn't, this one starts in the middle of page 2 and wanders into page 3. Next up, Kathy Byrne.

Real subtle! I mean, why not send Submarine Warfare readers a SASE, that way some joker might even write you. ((I have been a fan of sledge hammer subtlety for some time.)) Or some jerk might decide to write you about your subzine, just because she has about 30 letters to write, and hell, what's one more! ((Some wisecracker might say 31.))

Actually, since I happen to be one of those players who believes in letter writing, I agree with your comments. I, however, feel that strategy letters are all well & good, but how many ways can you say I'll support you into Ven or Mun. I enjoy the chatty parts of the letters more. You get to know your ally better. ((To each his own, here. I tend to agree with you here, though I will be grateful to know that someone is going to support me, rather than having to guess.))

Anyway--I have a real good example of how writing letters will win you an ally in spite of its contents. Two players are virtually silent--the third writes. I chose to overlook the fact that this mental midget raves about the pitiful Cards, while ignoring the superiority of the Mets, and allied with him just because he wrote at all! ((One of the silent bozos, no doubt, could have had you eating out of his hand, if only he'd extolled the virtues of the Mets. But silence is deadly in Dip.))

The only problem with this theory is--if he plays dip the way the Cards play ball, I would've been better off allying with the strong silent type. Well, there is one good point-- at least he isn't a Cubs fan!! ((You obviously don't expect to play in a game with a Chicagoan who isn't an American Leaguer.))

((It is nice to know that, even so basic an article as a write-letters article drew some support. I do appreciate hearing from readers. So, more subtly. Write me, write me, write me.))

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And, now, on the origins of SW. Once upon a time there was a neophyte in the Dip hobby. He had a sub to a zine called Irkosome. Scott Hanson, the editor, was doing some special anniversary issue (I don't remember which) and solicited some material for it. Well, this neophyte decided that it would be nice to do something for Scott, seeing as how he liked him and his zine. Now, a cruel person would say that he would have been doing something real nice for Scott if he didn't send anything in at all. But I would tell a cruel person to sit on it. Anyway, the neophyte decided to send in a page or two of nonsense, and, just for grins, he sent it in in the form of a sub zine. Now, he never intended to actually do a subzine. And, little Scotty said he didn't need nor want a subzine. But, since it was his anniversary ish, he published the material.

There the matter would have rested, but for one Don Del Monte. He read the neophytes material, and something about it appealed to him. I suspect that he was hurting for material and figured it would be good white-space filler. Anyway, he sent the most groveling letter you could imagine. Well, the poor neophyte was totally taken in by this, and agreed to continue cranking out SW. And that is why you are reading it now.

Since I am going back to basics in my articles on Dip (actually, I have only written one so far), I decided to even go further into the basics this time. Hey, gang, how about submitting orders? Did you know that submitting orders keeps you from NMR'ing? Not only that, but you actually could end up doing halfway well.

Somewhere in all the silliness above is the message for this time around. I have seen so many NMR's in the games I have played in it amazes even me. I have to admit to having even done it myself a couple of times. So, today's article deals with avoiding the NMR.

The first thing to do is send in orders. As soon as you get the adjudication, send in a set of orders. That way, you will have something in to the GM. Even if your orders turn out not to be the best, you can send in new orders later. And if through some sort of screw-up your new orders don't make it, you haven't NMR'd. I always believe any orders are better than no orders, though you could come up with an example for a situation where that wouldn't be true. Of course, if your budget is so tight you can't afford to use the extra stamps, what are you doing in postal dip anyway?

The second thing to do is keep track of deadlines. There are two reasons for this. First off, you obviously need to know when you have to have your orders in. If you follow the advice in the preceding paragraph, you won't NMR. But you might not get your changes in on time. In a crucial situation (if your GM will allow) you can use the phone. I have resorted to this on rare occasion, but I don't recommend this. Make sure you mail in soon enough before deadline to allow for postal SNAFUS.

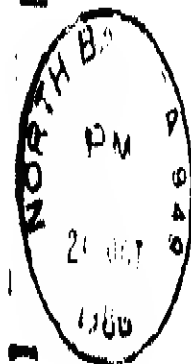
The other reason to keep track of deadlines is so that you will know about when you should receive the adjudication from the GM. If your deadline is 2 weeks past and you haven't received the results yet, you might well check with the GM. He just might be late. Then again, your sub may have lapsed. Or the post awful may have lost your zine. If you haven't kept track of deadlines, you might not realize this until you find you have NMR'd.

If you only play in one or two games, you probably won't have much problem staying on top of this. But, if you play in several games, you might want to develop a system. Paul Rauterberg played in a large number of games. He actually kept a calander for deadlines. I suspect he also logged which games he had sent orders in for. At least keep a list of each game you are in, and write down when you send in orders and when the deadline is. You know what? I bet you won't have NMR's.

The last thing I can add to this is a hedge to cover all your bets. The post awful can lose your mail. (Gasp) I speak from experience. If you really want to guard against NMR's, there are two different systems you can use to cover yourself against this. One way is to simply send in two separate sets of orders. A more complicated way is to send a postcard in with your orders which the GM drops into the mail when he receives your orders. When you get the postcard back, you know the GM has your orders and you can sleep soundly at night knowing that you haven't NMR'd. I myself don't do this. Only once have I been NMR'd by lost orders. If that would bother you enough, cover it. Otherwise accept the small risk.

My fiancée is waiting for me, and she isn't wearing very much. Bye folks, until next month. DPB

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